```
qAttitudeIndicator
+ roll
+ pitch
- size
- rollPoint

    rollRotate

- pitchPoint

    target

- rollPointer
+ qAttitudeIndicator()
+ ~qAttitudeIndicator()
+ setRoll()
+ setPitch()
+ getRoll()
+ getPitch()
+ doHorizon()
# paintEvent()
# resizeEvent()
getRollLine()
getPitchLine()
initTargetChar()
resizeTargetChar()
initRollChar()
- resizeRollChar()
             attInd
      QTh Base
    - typeThread
    + QTh Base()
    + run()
```